## PATENT APPLICATION FEE DETERMINATION RECORD 9828281 Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE \_ OR **SMALL ENTITY TOTAL CLAIMS** FEE RATE RATE FEE **FOR BASIC FEE** NUMBER FILED NUMBER EXTRA 355.00 BASIC FEE 710.00 TOTAL CHARGEABLE CLAIMS 0\_3 minus 20= X\$ 9= X\$18=OR 3 INDEPENDENT CLAIMS minus 3 = X40= X80= 240.00 OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR \* If the difterence in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL CLAIMS AS AMENDED - PART II **OTHER THAN SMALL ENTITY** OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **AMENDMENT AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18=OR Independent Minus X40= X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDIm REMAINING NUMBER **PRESENT** RATE TIONAL **AMENDMENT AFTER** RATE TIONAL **PREVIOUSLY EXTRA AMENDMENT** PAID FOR **FEE** FEE ノンラ Total Minus X\$ 9= X\$18= OR Independent Minus X80= 126 OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135 =+270= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT **AMENDMENT AFTER** PREVIOUSLY RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18=OR Independent Minus X40= X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL

\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

ADDIT, FEE

ADDIT. FEE

Application or Docket Number